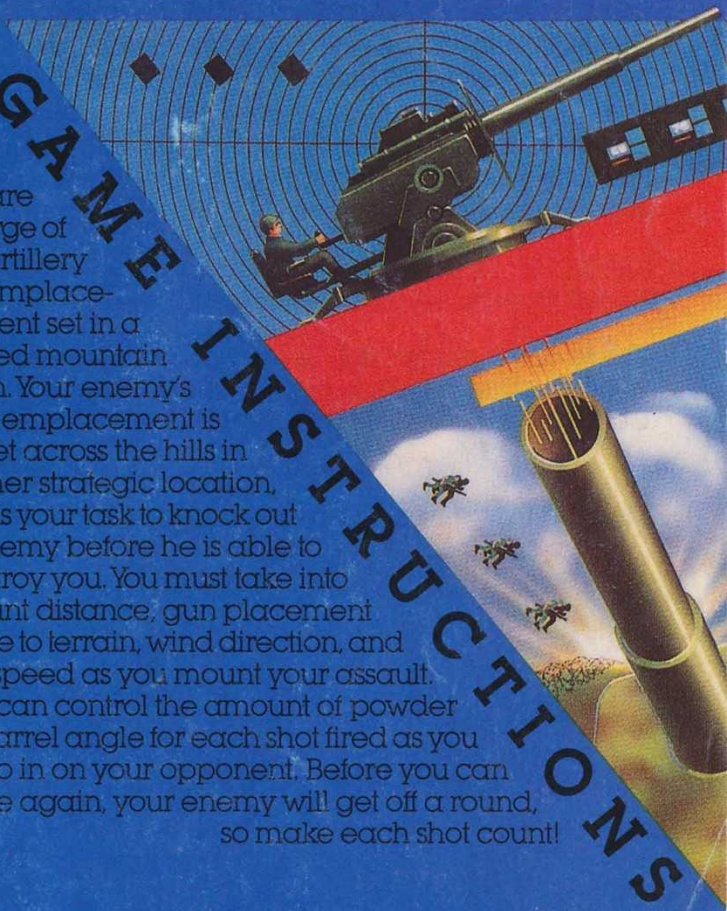
For COLECOVISION

XONOX™

ARTILLERY DUEL™



GAME INSTRUCTIONS

You are in charge of an artillery gun emplacement set in a rugged mountain terrain. Your enemy's gun emplacement is set across the hills in another strategic location, and it is your task to knock out the enemy before he is able to destroy you. You must take into account distance, gun placement relative to terrain, wind direction, and wind speed as you mount your assault. You can control the amount of powder and barrel angle for each shot fired as you zero in on your opponent. Before you can fire again, your enemy will get off a round, so make each shot count!

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Get Ready to Play ARTILLERY DUEL™

1. Hook up your video game system. Follow the manufacturer's directions.

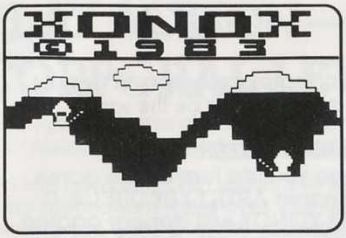
2. Always turn the console power switch "OFF" when inserting or removing a XONOX cartridge. This will protect the electronic components and help prolong the life of your XONOX games.

3. Now turn the power "ON." If no picture appears, check the connection of your game console to TV, then repeat steps 1, 2 and 3.

4. ARTILLERY DUEL is a two player game, so player #1 use the left joystick, and player #2 use the right.

5. There are 3 player skill levels which are independent of each other, so each player may choose to be a Corporal, Captain, or a General.

NOTE: You may need to adjust your Vertical Hold on your T.V.



ARTILLERY DUEL Video Game

As the officer in charge of an artillery gun emplacement, you must square off for an exciting duel of skill and action as you plan and coordinate the destruction of your opponent. Check the wind, make critical adjustments of barrel angle and powder charge, and fire! Random terrains and gun placement ensure that every battle is different. Start off as a Corporal and as your skill in measuring the effects of wind and shot adjustment increases, you can promote yourself to Captain and eventually all the way to General. But when you get your promotions you will have to make progressively faster assessments of the situation as you zero in on your enemy!

1. OBJECT of the GAME:

Destroy the opposing artillery gun emplacement before he destroys you. Predetermine between you and your opponent how many battles you are going to play in your war (i.e., first player to destroy five gun placements).

2. CONTROLS:

Follow instructions shown on the screen. Player #1 use left controller; player #2 use the right. Joystick moves control of instruments (shown by light indicator) from Powder charge (up or down) to Barrel angle (up or down) to fire control. Press side button to activate instruments when in proper position to increase or decrease your adjustments. When you wish to fire, move control to FIRE position and press side button.

3. SCORE DISPLAY:

At the end of each battle, a cumulative score of the number of gun emplacements which both you and your opponent have knocked out will be displayed on each side at the bottom of the screen.

4. SKILL LEVELS:

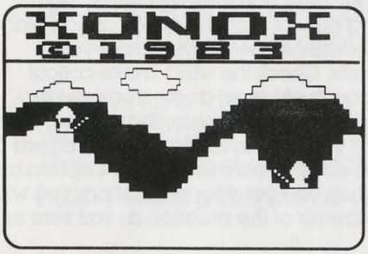
You have three skill levels, Corporal, Captain, and General. Each player selects the level that they wish to play before the start of the first battle. The levels will remain in effect until the end of the war.

5. SCORING:

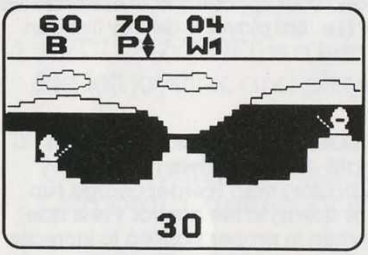
After each hit a damage report will show on the screen. When you have damaged more than 50% of your enemy, his gun emplacement will explode and a recap of the scoring will be shown.

GAME LAYOUT:

The randomly created alpine terrain and gun emplacements will be new every time you play the game, so no two games will ever be the same!



OPENING SCREEN:
When you first turn on the game, the name ARTILLERY DUEL & © 1983 XONOX will appear against an alpine terrain. Press key pad to move to rank selection screen. Press appropriate key pad numbers for player #1 and player #2 ranks (1 for Corporal, 2 for Captain, and 3 for General). Players may play at different ranks depending on their skill. When both players' ranks have been selected, the battle scene will appear on the screen.



ARTILLERY DUEL—THE BATTLE:
An alpine terrain will appear and two gun emplacements will be located to defend their territory. In each battle of the war, the terrain and gun locations will be different, so you never fight the same battle twice. Across the top of the scene a banner of instruments show the player in control (T.V. monitor shows enemy). Barrel angle, Powder level, and Wind speed with flag for wind direction. The player in control makes his adjustments by using the JOYSTICK to move the instrument light from Barrel to Powder to Fire instruments. To increase Barrel angle push up, or to decrease angle pull down, then press FIRE BUTTON. You also control the amount of the Powder charge the same way. When you have made the correct adjustments, move the light to fire and press the FIRE BUTTON to fire your gun.

There is an automatic shot countdown below the fire adjustment in the instrument panel, and you must make your adjustments prior to reading "0" or your gun will automatically fire. Once you have fired control goes over to your opponent.

Shots falling short or long of your target explode, but you only score by a direct hit. Wind speed and direction may change between shots so you must take this into account when adjusting your gun as you zero in on your target. When one gun is finally destroyed, a group of your infantry soldiers will march on to the field of battle to a military drum beat to indicate which side has control of the territory. When you have destroyed your opponent, a score display will show you the number of shots and battle score to date in your war. The day will turn to night and then a new day will break with a new battle scene as you and your opponent continue your war of ARTILLERY DUEL.

PLAY ACTION — CORPORAL LEVEL:

Adjust powder level and barrel angle using the joystick. Take into account your previous shot's point of impact and the wind in making your adjustments.

You will have sixty (60) seconds to set up your shot before the automatic firing mechanism takes over. The on-screen clock tells you how many seconds you have to make your calculations. When you are ready, press the fire button to fire. The game will continue until one player has destroyed the opponent's emplacement.

PLAY ACTION — CAPTAIN AND GENERAL LEVELS:

You will still have all the variables (wind direction and speed, barrel angle, powder level and terrain) that you had in the Corporal level, but as your rank increases you will have less time (30 seconds for Captain and only 15 seconds for General) to make your adjustment decisions. The wind variations will also increase betwen shots, and your shots must be more accurate to destroy your opponent. Part of the challenge of being a captain or general is that you have less time to react to make the proper decisions. Assess the situation and rapidly decide what changes in your barrle angle and/or amount of powder will give your shot the proper trajectory to hit your target. You must always try to remember where your shot landed on the previous attempt and what the wind direction and wind speed were. This way when it is your turn again you can estimate which adjustment will be best under the particular conditions.

STRATEGIES FOR WINNING THE BATTLE:

When you first start a battle, test fire a shot based on your past experiences to see how gravity and wind are affecting your shot. Each game has slight gravity and wind force changes to prevent an experienced player from "memorizing" shot distances and trajectories (angles that the shots make at different barrel angles). Therefore the first shot is very important. Watch the opponent's shot as well, for you can learn from how his adjustments affect his shots to make yours more effective.

The higher you point your barrel the steeper the angle of your shot will be. This is good for getting at a gun emplacement nestled in a valley or behind a mountain, but high angle shots are more affected by the wind. (Note: about one increment of powder is equal to 2 MPH of wind change at 60° of barrel angle). This changes slightly with each new game.

As a last resort, use verbal exchanges and bad advice to distract and confuse your enemy. This is called "counter intelligence" and is often used by real military forces to supply false information to the enemy for their advantage.

PLAY IT AGAIN:

After you have fought your battle and either you or your opponent has won, simply wait for the next terrain to set up and continue in your war. This will happen automatically, and the loser will be awarded the first shot.

To reset the score or to assign new player ranks, press the RESET button and follow the instructions for starting the game.

ARTILLERY DUEL — INSTRUCTION SUMMARY

Hook up your Artillery Duel video game cassette.

On your screen will appear an alpine terrain with hills, valleys and snow-capped mountains. Terrain will change with each new battle. Two artillery guns face each other on each side. Player #1 is in control of the left gun, player #2 the right. A window flashes on the gun to indicate who has control and a closed circuit T.V. monitor shows the enemy position. Winning any battle takes cunning and quick decision making. Artillery Duel has a number of instruments in which to help you make correct calculations to win a battle and finally win the war.

At the top of your screen is your instrument panel. At the left is your Barrel angle indicator, to the right of Barrel is your Powder charge indicator, your countdown and Fire control. To the right of this is your Close circuit T.V. monitor of your enemy. The wind speed indicator and a flag for wind direction is at the far right.

When a new round of firing begins you will first want to determine wind speed and wind direction. You will have 60 seconds for Corporal, 30 seconds for Captain, and 15 seconds for General to make the correct adjustments before firing. By moving your joystick right or left you will guide the light to the instrument you wish to make adjustments to.

Barrel Angle — Push up your JOYSTICK to increase the barrel angle and down on the JOYSTICK to decrease the angle, then press FIRE BUTTON.

Powder Level — To increase the powder charge used in a shot push up on your JOYSTICK. Pull down on your JOYSTICK to decrease your powder level, then press FIRE BUTTON.

Wind Speed/Direction — The wind instrument indicates wind speed in MPH. Watch the little white flag or the movement of the clouds to determine wind direction.

Shot Countdown — The number displayed at the bottom center of the screen indicates the number of seconds remaining before you must fire — 60 seconds for Corporal, 30 seconds for Captain, and only 15 seconds for General.

Once the correct calculations have been made you should fire your gun. After your shot countdown has expired your gun will automatically fire. Firing will continue until one of the artillery guns is destroyed. When a battle is won, infantry soldiers marching to a military drumbeat will announce which side has control of the territory. The war continues with new terrain and new challenges.

90-Day Limited Warranty

XONOX warrants to the original consumer purchaser of this XONOX video game cartridge that it will be free from defects in materials and workmanship for 90 days from the date of purchase. If this cartridge is discovered to be defective within the warranty period, XONOX, at its option, will repair or replace this cartridge free of charge upon receipt of the cartridge (postage paid), a completed XONOX warranty registration card (if not previously mailed) and proof of date of purchase. The cartridge, the warranty card and the proof of purchase should all be sent to the address nearest you, as shown on the back of the package.

This warranty is limited to electronic and mechanical parts contained within the cartridge. It is not applicable to normal wear and tear and is not applicable and shall be void if the defect has arisen through or the cartridge shows signs of misuse, excessive wear, modifications or tampering.

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